10K/20K Primer

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Getting Started

Welcome to the exciting world of the 10-K/20-K. This state-of-the art system creates and displays text and graphics with a variety of effects. It creates simple animations, and plays back complex animations created on the CBG and TEXTA. The 20-K displays pictures created on the Dubner Paint Systems. It interfaces easily to a variety of switchers, videotape editors and remote weather systems.

The purpose of the Primer is to help you get started. We recommend that you first skim the User's Guide. Use the Primer to walk through frequently used procedures like how to copy a disk, how to create and manipulate messages, how to record and recall them, how to check the directory, how to run effects automatically, how to create your own effects and finally how to create sequences of your effects.

We use bold **<UPPER-CASE BRACKETS>** for all 10-K/20-K keystrokes. Both the User's Guide and the on-line help facility on the Status Monitor describe all keystroke functions. To see the descriptions on the Status Monitor, press **<HELP>** and then press any function key, e.g., **<HELP><TAB>**. We type the *Status Monitor prompts and announcements in italics.*

Starting up the 20-K:

Turn the power switch on. You'll find it on the back of the 20-K. Insert the distribution disk into the drive. In a single-drive Iomega system, the drive is "Iomega". In a dual-drive system, insert the disk into the left hand drive. The left hand drive is "Iomega-1"; the right hand drive is "Iomega-2".

Insert the disk:

Insert the Iomega disk with the ribbed side facing up (the indented label facing down). Twist the lever on the right hand side of the drive down. A green light at the front of the drive will blink. In about five seconds the green light will glow steadily. A red light will glow whenever the software accesses the drive.

Press any key on the keyboard to put the system into Compose mode.

Remove the disk: Press the button next to the green light. The light blinks as the drive spins down. After the light turns off, twist the lever up and remove the disk.

Starting up the 10-K: Turn the power switch on. You'll find it at the back of the 10-K. The 10-K system comes to you with seven floppy disks: the program disk, message disk, primer disk, two font disks, a bonus font disk and a sample Presentation Graphics disk.

Insert the program disk:

Insert the oblong cutout of the floppy first with the label facing up. Then twist the lever on the left hand side of the drive down. The orange light will glow. The Status Monitor announces, "*Loading program.*"

Press any key on the keyboard to put the system into Compose mode.

Remove a floppy: Twist the lever up and remove the program floppy. Never remove a disk when the drive's light is on.

Insert Font disk #1 Then select the disk:

<DIR> S Tells the 10-k to access this disk for information.

To load fonts into memory: press

<DIR> L <ENTER> The 10-K reads the disk then loads the 10-K Standard Fonts into memory. When the Status Monitor announces, *"You have loaded 0 messages and 12 fonts"*, remove the disk, load Font disk #2.

Insert Font disk #2 Select the new disk.

<DIR> S

<DIR><DIR><ENTER> Repeat the process. When all the fonts are loaded, the Status Monitor announces, *"You have loaded 0 messages and 16 fonts."*

Remove Font disk #2.

The primer also use fonts from the Bonus font disk. We'll unload fonts we won't need in memory to make room for the specific bonus fonts we do need.

Unload Specific Fonts

<DIR> The Status Monitor lists the *"Directory Functions"*

U *"Unload messages and fonts from memory"*

Use <PREV -> or <NEXT +> to insert "fonts" as the response in the first row. Then use the up and down cursor arrows to access each row on the Status Monitor. Type the appropriate numbers to create the following responses:

```
                 UNLOAD MESSAGES OR FONTS

     messages or fonts   ->fonts
     First font number   ->143
     Last font number    ->153
```

<ENTER>

The Status Monitor announces, *"This command will delete (from memory) 5 fonts. Press 'Y' to proceed."*

Y The 10-K returns to Compose mode and announces, *"5 fonts unloaded."*

Remove fonts 130-131 from memory. You can now load some bonus fonts.

Insert the Bonus font disk.

<DIR> The Status Monitor lists the *"Directory Functions"*

L

<PREV -> to fonts

<down-arrow> Type the appropriate numbers to create the following responses:

```
                 LOAD MESSAGES OR FONTS

     messages or fonts   ->fonts
     First font number   ->305
     Last font number    ->8001
     New font number     ->(leave blank)
```

<ENTER> The 10-K returns to Compose mode and announces, *"You have loaded 0 messages and 4 fonts."*

Your 10-K is up and running. You're ready to start the fun part. But first---

As you should with any computer software, make backup copies of your disks and put the originals away. From time to time, make copies of your working disks. Catastrophes are bound to happen. One way to ease the pain is to have a backup!!!

Chapter 1: Duplicate a Disk

****

New disks always need to be formatted. Format writes onto a disk the physical pattern of tracks and sectors needed to store information. FORMATTING A DISK COMPLETELY AND TOTALLY OBLITERATES ANY INFORMATION ON A DISK: PROGRAMS, DIRECTORIES and MESSAGES.

****

20-K Single-drive Iomega System

Format the new disk:

Be sure to format the "TO" (new) disk, and not the "FROM" disk. The procedure wipes away any information stored on the disk.

<DISK-UTIL> F

to *FORMAT*

The Status Monitor prompts, "*Insert disk to be formatted in Iomega, and press 'Y'*".

Remove the distribution disk and insert the new disk. Press

Y

The 20-K scans the disk, then formats it. FORMAT takes about two minutes. The Status Monitor announces,

"*Format of Iomega complete.*"

Copy the disk:

<DISK-UTIL> D

for *DUPLICATE*

The Status Monitor prompts, "*Insert the FROM disk in Iomega...and press 'Y' to continue:*" Insert the distribution disk and press

Y

The Status Monitor announces, "*Processing block 1 of 5*"

When the 20-K finishes reading the FROM disk it announces, "*Insert TO disk in Iomega and press 'Y' to continue:*"

The 20-K then writes on the TO disk.

Repeat this procedure until the 20-K processes all five blocks. Respond to the Status Monitor prompts. When all five blocks are copied, the Status Monitor announces, *"Disk duplicated."*

You now have two identical disks. They both have the same disks with the same system software, fonts and messages. Label the new disk. Put the original away for safekeeping.

20-K Multi-drive Iomega System

Format the new disk:	Be sure to format the "TO" (new) disk, and not the "FROM" disk. The procedure wipes away any information stored on the disk. FORMAT takes about two minutes.
<DISK-UTIL> F	for *FORMAT*
<NEXT>	to the appropriate drive. In a dual-drive system, place the new disk in the other Iomega.
<ENTER>	Respond carefully to the Status Monitor prompts. FORMAT takes about two minutes.
Copy the disk:	
<DISK-UTIL> D	for *DUPLICATE*
	Follow the Status Monitor instructions. Be sure to from the FROM disk to the TO disk. The Status Monitor announces when the duplication is complete.
	You now have two identical disks. They both have the same disks with the same system software, fonts and messages. Label the new disk. Put the original away for safekeeping.

10-K Floppy/single-drive System

****

The 10-K floppy system comes to you with seven floppy disks: the program disk, a message disk, two font disks, a bonus font disk, a primer disk and a sample Presentation Graphics disk. Make a copy of each and put the originals away. It's necessary to format a new disk. Format several floppies so they'll be ready when you need them.

****

Format the new disk: Be sure to format the new disk, and not the "FROM" disk. FORMAT wipes away any information stored on the disk.

<DISK-UTIL> F for *FORMAT*

The Status Monitor prompts, *"Insert disk to be formatted in floppy, and press 'Y'."*

Insert the new disk in the drive, with the smooth side up. Close the lever and press

Y The Status Monitor announces, *"Formatting floppy." The procedure takes about two minutes (it seems longer). When Formatting is completed, the Status Monitor announces, "floppy formatted."*

Remove the disk and continue. To format another floppy:

<DISK-UTIL><DISK-UTIL>

Repeat until you've formatted at least seven floppies. Devise a good organization system for differentiating formatted from unformatted floppies. I attach a blank label on the smooth side of the floppy immediately after formatting.

Copy the disk:

<DISK-UTIL> D	for DUPLICATE The Status Monitor prompts, *"Insert the FROM disk in floppy...and press 'Y' to continue."* Be sure to copy from the FROM disk to the TO disk. When the duplication is complete, the Status Monitor returns to Compose mode and announces, *"Disk duplicated."* Repeat until you've duplicated all seven floppies. You'll have two sets of identical disks. Both sets will have the same system software, fonts and messages. Put the originals away for safekeeping.

10-K Floppy-drive with external Iomega

Format the new disk:	Be sure to format the "TO" (new) disk, and not the "FROM" disk. FORMAT wipes away any information stored on the disk.
<DISK-UTIL> F	The Status Monitor prompts, *"Choose drive for format:"*
<PREV ->	to floppy
<ENTER>	The Status Monitor prompts, *"Insert disk to be formatted in floppy, and press 'Y ."*
Y	The Status Monitor announces, *"Formatting floppy."* After about two minutes (it seems longer), the Status Monitor returns to Compose mode and announces, *"floppy formatted."*
Copy the disk:	It isn't likely that you'll be duplicating a floppy onto an Iomega, and even less likely that you'll duplicate an Iomega onto a floppy. Although they are compatible, their sizes are so different, it would be a waste of space. You can copy messages between these two types of disks. See Chapter 6, "The Directory," for the steps required to copy only certain messages onto a disk.

Chapter 2: Type and Record a Message

Now that you've finished your housekeeping chores, you are ready for the fun part.

10-k floppy-single drive operators, insert the primer disk. Now Gentlemen, start your engines:

<DIR> S

Selects the disk.

Type a Paragraph:

Type the following paragraph without pressing <NEWLINE>. Use <BACK SPACE> to erase mistakes as you type. The 10-K/20-K does an automatic carriage return when you run out of space at the right margin. The cursor also returns to <HOME> (the first position) when you reach the bottom of the page.

"My name is Jane Smith. I live in Ridgewood and work in Kalamazoo". (I am looking for a clever statement for the learner to write. I would appreciate any suggestions from my clever colleagues. HD)

Use the cursor keys:

The cursor keys move the text cursor without affecting the text itself. These keys are <HOME>, <right-arrow>, <left-arrow>, <down-arrow>, <up-arrow>, <NEW-LINE> and <TAB>.

Center the text:

<CENTR> C

Record the text message: with the name "personal"

<RECORD>
TYPE personal
<ENTER>

You can also give messages numeric names, like "123."

To record a series of messages, type the first name (as you've just done) in the sequence and record. From now on each time you record, the Status Monitor prompts for the message with an incremented number. These automatically incremented numbers help you to create a series of messages with sequential numeric names.

****

We will no longer use the instruction, "TYPE" after the keystroke <RECORD>. The Primer enters the name after <RECORD> without the instruction, "type." You can either type it or respond to another Status Monitor prompt where appropriate.

****

Chapter 3: Recall and Edit a Text Message

Recall a previously recorded text message:

	We've recorded a series of messages, starting with "example" (typed in lower case). You can record another message in upper case, such as "EXAMPLE" and in upper and lower, such as "Example".
<READ> TYPE	example
<ENTER>	The next time you press <READ>, the 10-K/20-K types out the name of the next message on the disk. To continue reading the succeeding messages on the disk:
<READ><READ>	The keystrokes, <NEXT +> and <PREV -> (on the right hand side of the keyboard) type the name of each succeeding or previous message. For example, to recall the same message:
<READ><PREV -><ENTER>	Experiment with the <READ> <NEXT +> <ENTER> and <READ> <PREV -> <ENTER> functions.
	Use <READ> <PREV -> to return to "example":
	*** From now on, we will not use the instruction "TYPE" after the keystroke, <READ>. Press <ENTER> if the Status Monitor prompt is appropriate, or type the appropriate word following <READ> when necessary. ***

Insert some text:

<READ> example <ENTER>	Move the cursor to the "w" in the word "world."
<INSRT>	enters Insert Mode
TYPE <space-bar>	wonderful

Divide the paragraph:

<TAB><TAB>	to the "t" in the word "the"
<INSRT> (hold down)	enters Insert Mode
<NEW-LINE>	moves the text to the next row

Delete characters:

<READ> example1 <ENTER> Move the cursor to the "10-k and" (or "and 20")

<DEL>(hold down)	until you've deleted "10-k and" (or "and 20"). Delete the spaces until the next row moves up.
<TAB>	to the "g" in the word "get."
<INSRT> <NEW-LINE>	
<TAB>	to move the cursor past the word "get"
<DEL>	to align the last row properly. If you've made a mess of this example and would like to try again:

<READ> example1 <ENTER> or

<READ><PREV -><ENTER>

Insert rows:

<READ> example2	<ENTER> Move the cursor to the "w" in the word, "wonderful"
<ALT><INSRT> TYPE	 fantastic and

Delete rows:

<READ> example3 <ENTER> Move the cursor to the "fantastic" row

<ALT><DEL>	the "fantastic" row

****

Free play: Delete "Now let's get to work". If you've made a mess of this example and want to try again:

****

<READ><PREV -><ENTER>

Center text:

<READ> example4 **<ENTER>**

<CENTR> T	for position text to Top of screen
<CENTR> M	for position text to Middle of screen
<CENTR> B	for position text to Bottom of screen

Recall the same message:

<READ><PREV><ENTER>

<CENTR> R	for center Row
<CENTR> F	for leFt justify row
<CENTR> G	for riGht justify row
<CENTR> P	for center Page horizontally
<CENTR> E	for lEft justify page
<CENTR> I	for rIght justify page
<CENTR> U	for center text to top (Upper third)
<CENTR> C	for Center text on page
<CENTR> L	for center text to bottom (Lower third)

Chapter 4: Change Fonts and their Colors:

The Selectors: Eight fonts are loaded in the eight Selectors <SEL-1> through <SEL-8> at the top of the keyboard.

<READ> example5 <ENTER>

<SEL-2> To choose another font (you've been typing with the font assigned to <SEL-1>).

<ERASE-TEXT> Type a message, using the various Selectors:

TYPE	Hello world.
<SEL-3>	I am typing
<SEL-4>	another message
<SEL-5>	on the
<SEL-6>	fabulous
<SEL-2>	10-k
<SEL-4>	or
<SEL-7>	20-k.
<SEL-8>	To be edited later!

The Status Monitor announces the Selector number and the Font number and name, e.g., *Selector 8: Font 100 (Swiss 742 Bold 16).*

****

Of course you can type your own message, but then I take no responsibility for the results. Seriously, copy this message using the prescribed Selectors. We'll use them later.

****

Record a Text Message:

<RECORD> personal1 <ENTER>

We've recorded this message at "example6." We've recorded the Selector assignments at "example7."

Recall a Selector Message:

<READ> example7 <ENTER>

<SEL-DISP>	displays the Selector assignments. The Status Monitor lists the currently loaded fonts. These are the "Selector Assignments." The star indicates the currently selected 1) message, 2) Selector.

Change Selector Assignments:

<FONT> S	enters Font Mode. The Status Monitor lists the fonts by alphabet letter, (corresponding to the letters on the Color Monitor), by font number and comment. Each letter on the Color Monitor represents a font listed on the Status Monitor.
<SEL-1> <SEL-2>,etc	The Selector determines the colors of the alphabet display.
<NEXT +>, <down-arrow> or <ENTER>	goes to the next font display page
<PREV ->, <up-arrow>	goes to the preceding font display page
<HOME>	returns to the first font display page
<ALT><HOME>	goes to the last font display page
<left-arrow>	shifts all the displayed characters so one new font is added to the bottom of the display
<right-arrow>	shifts all the displayed characters so one new font is added to the top of the display
<DEL>	removes the font from the current Selector

****

Observe the Status Monitor as well as the Selector display. The Status Monitor lists the number and comment of the fonts assigned to the Selectors.

****

Assign a font to one of the Selectors. Choose the Selector, then press the alphabet letter. For example, to assign <C> Font 102, *"SWISS 742 BOLD 36" (on the first page)* to Selector 1, do the following:

<HOME><SEL-1> C	Assigns <C> Font 102 *"SWISS 742 BOLD 36"* to Selector 1.

Practice assigning fonts to the Selectors. When you've reassigned all eight Selectors, record these Selector assignments for recall at a future time.

Record Selector Assignments:

The original (default) Selectors are recorded at example7. Record these new assignments with another message name. You can then recall either Selector message at any time.

```
<RECORD> personal2 <SEL-DISP>
<READ>   personal2 <ENTER> <SEL-DISP>
<READ>   example8  <ENTER> <SEL-DISP>  These are our wild Selectors.
```

Change Selector Colors:

<PAL> enters Palette Mode. The fonts assigned to Selectors 5 and 8 are sixty-four color fonts. These are not affected by palette changes.

****

The first horizontal bar determines the hue (colors of the rainbow). The second horizontal bar determines the saturation (white). The third horizontal bar determines the value (black).

****

With the cursor on the first horizontal bar, move to the left and right to change the hue. Press down to move quickly.

<down-arrow> to the second horizontal bar. Move the left and right cursor arrows to increase and decrease white. Press down to move quickly.

<down-arrow> to the third horizontal bar. Move the left and right cursor arrows to increase and decrease black. Press down to move quickly.

The color block to the right of the horizontal bars is the color being mixed.

Change the foreground of Selector 1 to blue:

<SEL-1>	Place the cursor on the first horizontal bar, then change the foreground to blue.
<down-arrow>	to the second bar. Move the cursor to increase and decrease white.
<down-arrow>	to the third bar. Increase and decrease black.

Change the edge of Selector 1 to white: Type the letter "E":

E	change the edge
	Add white and decrease black until you attain just the shade of white you want.

Change the drop shadow of Selector 1 to dark red: Type the letter "D"

D	change the drop shadow
	Decrease white (on the second horizontal bar) then select the hue (on the first horizontal bar). Move the cursor to the third horizontal bar to darken the red.

Flash:

X	With the drop shadow still selected, type to turn the drop shadow flash on

Flash the foreground:

F X	turns foreground flash on

Flash the edge:

E X	turns edge flash on

To turn Flash off:

Y	turns edge flash off

D Y	turns shadow flash off
F Y	turns foreground flash off

****
Free Play: Assign combinations of flash (e.g., foreground and edge or drop shadow and edge) to several Selectors. Type a flashing news bulletin.
****

Change the foreground, edge and/or drop shadow to screen color.

****
The letters "F", "E" and "D" are toggles. Type them once in Palette mode to modify their color. Type them twice and you turn them off so that only the screen color shows.
****

See Selector 6 in message "example7". Turn the edge and drop shadow on:

```
<READ> example8 <ENTER>
<SEL-6><PAL>
E  D
```

Enter numerical values to change Hue, Saturation and Value:

Entering numerical values is not often used. We include it here for completeness.

```
TYPE F                to change the foreground
     H  250  <ENTER>
     T  700  <ENTER>
     V  999  <ENTER>
```

Enter numerical values to change Red, Green and blue:

TYPE E to change the edge
R 200 <ENTER>
G 150 <ENTER>
B 255 <ENTER>

TYPE D to change the drop shadow
R 49 <ENTER>
G 10 <ENTER>
B 255 <ENTER>

Change the screen color:

TYPE S change the screen color. Move the cursor to modify the screen color of the Selectors.

Record Selector Colors:

Save these palette assignments:

<RECORD> personal3 <SEL-DISP>

Chapter 5: More Edit Functions

Chapter 5 describes the functions elicited with the <TEXT> --keystrokes. To preview what we'll be doing, press

<TEXT>	and read the Status Monitor
<COMPOSE>	returns to Compose mode
	The following functions substitute one font for another automatically.

Retype the Cursor Font on a Row:

<READ> example6 <ENTER>
<READ> example7 <ENTER> (a previously recorded Selector message)

<SEL-DISP>	displays Selectors
<SEL-1>	choose Font #111, Cooper Bold 24. (Once you've made a selection, the 10-k/20-k automatically enters <COMPOSE> mode.)
	Move the cursor to the "a" of the word "another." This blue font #132, Swiss 721 Bold 36, is on three separate rows. Retype the font only on this cursor row.
<TEXT> R	substitutes the selected font, #111 Cooper Bold 24 for the blue letters on the cursor row.

Retype the Cursor Font on the Whole page:

<NEW-LINE>	to "m" of the word "message."
<TEXT> P	substitutes the selected font for all the words on the page written in blue. We've recorded this message at example9.

Set the Selector from the Cursor Character:

Assign a font to a Selector directly from a text message. This function comes in handy when you edit a text message without knowing its Selectors.

<READ> example10 <ENTER>

Move the cursor to any letter you'd like to assign to a Selector.

<TEXT> S
<SEL-1>

sets Selector 1 from the cursor character. The font, including the color and edge settings, is copied from the text message to the Selector.

You can also copy some but not all the characteristics of the font, e.g., colors, foreground, drop shadow. The following exercise copies individual characteristics:

<TEXT> S <PAL> <SEL-2>	copies the Selector colors but not the font
<TEXT> S <FONT> <SEL-3>	copies the font but not the colors
<TEXT> S F <SEL-4>	copies just the foreground
<TEXT> S E <SEL-5>	copies just the edge
<TEXT> S D <SEL-6>	copies just the drop shadow (is the drop shadow still off?)

****
Free Play: Type a message using these newly assigned Selectors.
****

Delete from the Cursor Character to the end of the row:

<READ> example11 <ENTER>

Use a combination of <TEXT> D and <DEL> to edit this message. To keep the "20-k," move the cursor to "10-k."

<TEXT> D <DEL>

To keep the "10-k," move the cursor to "or"

<TEXT> D <DEL> <TEXT> D

Shift Characters

<READ> example12 <ENTER>

Increase the spaces between each character on the cursor row:

<KERN/XCHG> (hold down) <right-arrow> Then <CENTR> R

Increase the spaces on the whole page:

<ALT><KERN/XCHG><right-arrow> OH! OH! To fix the underline, move the cursor to the underline row

<KERN/XCHG><left-arrow> <CENTR> P

<READ> example13 <ENTER> **

Edit this butchered this message by shifting selected characters up and down, left and right. <ALT><SHIFT-CHAR> moves just the cursor character. <SHIFT-CHAR> moves the cursor character and everything to the right of it.

****

To raise the "l" in "hello," move the cursor to the "l"

<ALT><SHIFT-CHAR>(hold down)<up-arrow>

To correct the spacing in "world", move the cursor to the "r"

<SHIFT-CHAR><left-arrow>

To raise the "a" in "am," move the cursor to the "a"

<ALT><SHIFT-CHAR><up-arrow>

To lower the word, "another," move the cursor to the "a" in "another"

<SHIFT-CHAR><down-arrow>

To separate "onthe", move the cursor to the "t"

<SHIFT-CHAR><right-arrow>

To lower the "o" in "fabulous", move the cursor to the "o"

<ALT><SHIFT-CHAR><down-arrow>

To raise the punctuation mark, ".", move the cursor to the "."

<SHIFT-CHAR><up-arrow><left-arrow>

Shift Rows

<READ> example14 <ENTER>

```
*****************************************************
<ALT><SHIFT-ROW> moves just the cursor row.
<SHIFT-ROW> moves the cursor row and all the rows
below it.  Even the spaces between the rows and
edit this message so that all the rows are between
the safe-title lines.  These are the white lines
on top and bottom of the NTSC color monitor.
(Only this part of the screen is broadcastable.)
*****************************************************
```

Interchange Rows

<READ> example15 <ENTER>

Give Robot Redford top billing: Place the cursor on the Robot Redford row and

<KERN/XCHG>(hold down)<up-arrow>

On second thought, put Glenn Farr first

Italics

<READ> example16 <ENTER>

Italicize the word "left" to the left: Move the cursor to the word, "left".

<TEXT> I

Move the cursor arrow to the left

Italicize the word "right" to the right: Move the cursor to the word, "right".

<TEXT> I

Move the cursor arrow to the right

Italicize the whole page:

<TEXT> A

Under Row

<READ> example17 <ENTER>

****

The flag and the message are all part of one row. With the cursor on the word,"a" <TEXT> D deletes the rest of the message because the three levels are all part of the same row. Try it. Now that you've cleared away some extraneous words, create a new message.

****

<left-arrow>	to "C" in "Create." Use <TEXT> S to assign this font to <SEL-1>:
<TEXT> S <SEL-1>	
<TEXT> U	
TYPE	"a new message"
	Move the cursor to the word, "a"
<TEXT> U	
TYPE	"for all to see!!!" Voila.
	To adjust spacing, use the <SHIFT-CHAR> key with the cursor arrows.

****
Free Play. Use another font and create another message. Keep in mind that the message to the right of the flag is all on one row. <NEWLINE> doesn't work, but <TAB> and <right-arrow> and <left-arrow> will.
****

Tab Stops:

****
The following four messages illustrate left justified, center justified and right justified tab settings. The Status Monitor indicates how many tab stops are in effect.
****

<READ> example18 <ENTER>
<READ> example19 <ENTER>
<READ> example20 <ENTER>
<READ> example21 <ENTER>

We recorded example21 with three tab stops. These tab stops remain in effect even when you erase the screen.

<ERASE-TEXT>	The Status Monitor continues to announce that there are three tab stops in effect.

Remove Tab Stops: Remove these tab stops in two ways.

1. Clear the tab stops individually

<TAB> to a tab stop
<TEXT> C clears the tab stop
<COMPOSE>

2. Clear all the tab stops with a pre-recorded blank tab stop message.

<READ> example22 <ENTER>
<COMPOSE>

Create a Tab Stop: To type a message at the same cursor location each time, create tab stops.

<READ> example23 <ENTER> Example23 is a background message. More about them later.

We'll create tab stops to center a title between the player and the right hand side of the screen. Move the cursor to a good spot. Then

<TEXT> T C Create a left tab stop for the team names. Move the arrow to a good spot. Then

<TEXT> T L and finally, create a right tab stop for the score

<TEXT> T R Create the following text message. Use the center, left and right tab stops. Use appropriate fonts,e.g., Selector 4 for the title, Selector 1 for the Team name, etc.

<TAB> to the center tab stop for the title.

N F L

<TAB> to the left tab for the team name and to the right tab stop for the score:

Giants	14
Redskins	7

Record this message at personal4:

<RECORD> personal4 <ENTER>

Does your message look like ours? (We changed SEL-4 from blue to yellow.)

```
<READ> example24 <ENTER>
```

Record a Tab Stop Message

Record these tab stops at personal5:

```
<RECORD> personal5 <TAB>
```

Chapter 6: The Directory

Up until now you've created, recorded and recalled several types of messages: Text, Selector, Tabs. We can save other things too, including Backgrounds and Sequences, DPS-1 and Third Plane full-color images. The directory lists the messages and the fonts recorded on the disk. We'll take time out now to deal with the directory. See also Section 11, "Dealing with the Directory" in the User's Guide. To access the directory, press

<DIR>	*** The Status Monitor lists all the Directory functions. Learn to note the instructions at the bottom of the screen. Each function has its own instruction(s). ***
M	The directory lists the messages recorded on the disk.

Scroll through the Directory:

<down-arrow> and <up-arrow>	moves the cursor to the next or preceding line.
<SHIFT-CHAR>(hold down) <down-arrow>,<up-arrow>	moves the directory listing one line. The cursor remains on the message.
<ENTER>	displays the next page in the directory
<SHIFT-ROW>(hold down) <up-arrow>	displays the previous page in the directory
<SHIFT-ROW>(hold down) <down-arrow>	displays the next page in the directory
<NEXT +>	displays the next page in the directory
<PREV ->	displays previous page in the directory
<HOME>	displays the first page in the directory
<ALT><HOME>	displays the last page in the directory

****
The directory also displays messages categorized by type, e.g., Text, Selectors, Tabs, etc. The default displays "ALL" types. Note the instructions on the bottom line.
****

T

changes the type of message to display.

<NEXT><ENTER>

changes the type of message to TEXT. The Directory now displays only text messages. To display the list of the text messages you recorded, named "personal", type

N personal <ENTER>

Read and Delete messages while in the Directory:

Read any message under the highlighted cursor.

<READ>

Delete works the same way. Try it. Follow the instructions of the Status Monitor. To cancel the "delete", type "N".

<DELETE><N>

<DIR> D

deletes a series of messages or fonts from the disk. The Status Monitor prompts for messages or fonts from first to last.

****
<NEXT +><PREV -> change from messages to fonts. Try it. Become familiar with <NEXT +> and <PREV ->. These are important housekeeping functions. They make many necessary changes easily.
****

Move the cursor arrows to access each row. Type your entry or <NEXT +> <PREV ->. To exit Delete Messages mode, press

<COMPOSE>

Comment a Message or a Font:

****

There is a difference between a comment and a name. In addition to a call up name or number, messages and fonts can have a 31 character comment.

****

<DIR> N <NEXT +>	message or font
<down-arrow> personal	for Message name
<down-arrow> for the primer	for the Comment

Check the directory or read in the message to see what you've done.

Rename a Message or a Font:

<DIR> R		Renames a message (can be a number or word(s)) or a font number
<down-arrow>	personal	for Old message name
<down-arrow>	personality	for New message name

Once again check the directory or read in the message. (The messages are listed alphabetically.)

Display the Font Directory:

<DIR> F	The starred fonts are assigned to Selectors and are already stored in memory.

10-K Single-drive Floppy

"L" indicates the fonts loaded in memory.

Assign Fonts from the Directory:

A	The Status Monitor prompts, "*Choose selector to be assigned to Font ---.*"

Copy Messages/fonts to another disk:

20-K Single Drive Iomega System

Copying messages/fonts to a new disk requires both a Format and an Initialization.

Prepare a new disk:

Format the disk (See Chapter 1):

<DISK-UTIL> F	The Status Monitor requests that you insert the disk to be formatted in the Iomega. Remove the distribution disk and insert the new disk in the drive. Then type
Y	For heaven's sake, follow the Status Monitor prompts carefully. Don't format the distribution disk.

Initialize the disk.

<DISK-UTIL> I	initializes a disk for messages. Reinsert the distribution disk (it has the program on it).
Y	Insert the disk to be initialized in the Iomega and type
Y	Follow the Status Monitor prompts carefully. Whatever you do, don't initialize the distribution disk. Initializing wipes away all messages and fonts.

To copy messages/fonts to a formatted and initialized disk or one with messages already on it (a used disk):

<DIR> C

Use <down-arrow>, or <NEWLINE> and <NEXT +> and type the words to create the following:

messages or fonts ->*messages*
First message name ->*example*
Last message name ->*example27*
New message name ->*copy*
Restrict by type ->*text*

<ENTER>

Follow the instructions on the Status Monitor.

Now you have text messages with no fonts. But you can't read a text message without a font. Copy the fonts as well. Copy fonts 100 through 9003.

20-K Multi-drive Iomega System

Copying messages/fonts to a new disk requires both a Format and an Initialization.

Prepare a new disk:

Format the disk (See Lesson 1).

<DISK-UTIL> F

For heaven's sake, follow the Status Monitor prompts carefully. Don't format the distribution disk.

Initialize the disk. It is necessary to initialize a new disk to receive messages:

<DISK-UTIL> I

initializes a disk for messages. Follow the Status Monitor prompts carefully. Whatever you do, don't initialize the distribution disk. Initializing wipes away all messages and fonts.

To copy messages/fonts to a formatted and initialized disk or one with messages already on it (a used disk):

<DIR> C

Use <down-arrow>, or <NEWLINE>, and <NEXT +>, and type the words to create the following:

FROM disk	*->Iomega-1*
TO disk	*->Iomega-2*
messages or fonts	*->messages*
First message name	*->example*
Last message name	*->example27*
New message name	*->copy*
Restrict by type	*->text*

<ENTER>

Follow the instructions on the Status Monitor. When you've completed you will have copied text messages from "example" to "example27" from Iomega-1 to Iomega-2. The new message names will be "copy" to "copy21." Why? We copied only the text messages.

Now you have text messages with no fonts. But you can't read a text message without a font. Copy the fonts as well. Copy fonts 100 through 9003.

To see what you've done, select Iomega-2.

<DIR> S <NEXT +> selects a new disk for reading and recording

10-K Floppy/single-drive System

Copying messages/fonts to a new disk requires both a Format and an Initialization.

Prepare a new disk:

Format the disk (See Lesson 1).

<DISK-UTIL> F For heaven's sake, follow the Status Monitor prompts carefully. Don't format the FROM disk.

Initialize the floppy disk. It is necessary to initialize a new disk to receive messages:

<DISK-UTIL> The Status Monitor lists the "*Disk Utility Functions*" Press

I "*Initialize a disk for messages*"

Note the Status Monitor's warning. Follow the Status Monitor prompts carefully. Whatever you do, don't initialize the FROM disk.

The Status Monitor asks, *"Do you want to put a program on the floppy?"*

The correct response at this time is no. The program is too large and needs its own floppy.

N Insert the disk to be initialized in the floppy drive and

Y The Status Monitor returns to Compose mode and announces, *"Disk in floppy has been initialized successfully."*

To copy messages/fonts to a formatted and initialized disk or one with messages already on it (a used disk):

<DIR> C

Use <down-arrow>, or <NEWLINE>, and <NEXT +>, and type the words to create the following:

messages or fonts	*->messages*
First message name	*->example*
Last message name	*->example27*
New message name	*->copy*
Restrict by type	*->text*

<ENTER>

The 10-K reads the disk. Then advises you to *"Press S to copy to the TO (input disk), or to replace the disk and press R."*

We'll copy these messages onto another disk: Remove the FROM disk. Put an initialized disk in the floppy drive and press

S

When you've completed you will have copied text messages from "example" to "example27" from one floppy to another. The new message names are "copy" to "copy21." Why? We copied only text messages.

10-K Floppy-drive with external Iomega

Copying messages/fonts to a new disk requires both a Format and an Initialization.

Prepare a new disk:

Format the disk (See Lesson 1).

<DISK-UTIL> F

For heaven's sake, follow the Status Monitor prompts carefully. Don't format the distribution disk.

	Initialize the floppy disk. It is necessary to initialize a new disk to receive messages:
<DISK-UTIL>	The Status Monitor lists the "*Disk Utility Functions*" Press
I	"*Initialize a disk for messages.*"
	Note the Status Monitor's warning. Follow the Status Monitor prompts carefully. Whatever you do, don't initialize the distribution disk. In response to "*Drive of disk to be initialized:*"
<PREV ->	*to floppy*
	The Status Monitor asks, "Do you want to put a program on the floppy?"
	The correct response at this time is no. The program is too large and needs its own floppy.
N	Insert the disk to be initialized in the floppy drive and
Y	The Status Monitor returns to Compose mode and announces, "*Disk in floppy has been initialized successfully.*"
	To copy messages/fonts to a formatted and initialized disk or one with messages already on it (a used disk):
<DIR> C	Use <down-arrow>, or <NEWLINE>, and <NEXT +>, and type the words to create the following:

FROM disk	*->Iomega-1*
TO disk	*->floppy*
messages or fonts	*->messages*
First message name	*->example*
Last message name	*->example27*
New message name	*->copy*
Restrict by type	*->text*

<ENTER>	Follow the instructions on the Status Monitor. You will have copied only the text messages from "example" to "example27" from Iomega-1 to floppy. The new names will be "copy" to "copy21."

Delete a Series of Messages:

<DIR> D	Delete from	
	First message name	*->copy*
	Last message name	*->copy21*
<ENTER>		

Chapter 7: Special Playback Effects

Create and play back messages in a variety of animated ways. See Section 13 of the User's Guide for a description of Playback Effects. We've recorded appropriate messages for each effect, e.g., roll, etc.

After you press <EFFECT>, the Status Monitor lists all the effects. Press the appropriate letter, then type the pre-recorded message you want to animate. <ENTER> and select a speed number to initiate the effect. (Use either the typewriter numbers or the counter numbers.) For example, <EFFECT> R example29 <ENTER> 5. The following examples illustrate:

****

We avoid using the word "type" whenever possible. Follow the Status Monitor prompts and type the name of the message and the speed number.

****

<ERASE-TEXT><ERASE-BKGD>

Roll — Playback the eight messages we've recorded to demonstrate Roll at speed five:

<EFFECT> R — The Status Monitor prompts, *"Type name for ROLL, press ENTER."*

example29 <ENTER> — The Status Monitor announces, *"Preparing for roll. Select speed for roll."*

5

<EFFECT><EFFECT><ENTER> repeats the starred effect. Change the speed during the animation.

****

Many functions such as <READ>, <RECORD>, <DIR>, are two-step keystrokes. The first stroke says, "do something", the second stroke says, "do it to this." When you press the first stroke twice, the same function is repeated, e.g., <EFFECT><EFFECT>.

****

Create your own messages to Roll and record them starting at personal6. A blank text message before the final non-text message clears the screen of the final Roll message.

****
Use the Record Mark (<TEXT> M) to define the spaces between messages during the Roll.

Normally an entire text message is recorded. When you use a Record Mark only the part of the display BETWEEN THE CURSOR ROW AND THE Record Mark is recorded. Create a sequence of messages with no space between them, one row, two rows or whatever with careful use of the Record Mark.

Be sure to move your cursor away from the Record Mark when you record the message. If you don't you might lose part or all of your message. It's happened to me lots of times!!! To keep the entire message, <HOME> the cursor.
****

<ERASE-TEXT><ERASE-BKGD>

Crawl

<EFFECT> C	The Status Monitor prompts, *"Type name for Crawl, press ENTER."*
example38 <ENTER>	The Status Monitor announces, "Preparing for Crawl. Select speed for Crawl."
9	Change the speed while Crawl is in progress.
	Move the cursor to another row, then repeat Crawl.

****
Create your own Crawl messages. Start succeeding messages with spaces. If you don't, the 10-K/20-K thinks the following message is part of the previous word. Nice if you need it. End the series with a non-text message, e.g., a Selector message.
****

Slow Reveal

<EFFECT> S	The Status Monitor prompts, *"Type name for Slow reveal, press ENTER."*
example40 <ENTER>	The Status Monitor announces, "*Preparing for Slow Reveal. Select speed for Slow Reveal."*
8	
<EFFECT><EFFECT><ENTER>	repeats the starred effect. Change the speed during the effect.

****

Slow Reveal automatically enters Preview mode. To enter Preview mode manually, press <CONFG> V. Recall and edit text in the privacy of your own Status Monitor. To return the output to the color monitor, press <CONFG><CONFG>.

****

Klimb

rows each row of a message up in place. <EFFECT> K rolls each row up one at a time. <EFFECT> L rolls all the rows of a message up simultaneously.

<EFFECT> K	The Status Monitor prompts, *"Type name for Climb, press ENTER."*
CLIMB (in caps) <ENTER>	The Status Monitor announces, "*Preparing for Climb. Select speed for Climb."*
5	rows each row up one at a time.
<EFFECT><EFFECT><ENTER>	repeats the starred effect. Change the speed during the effect.

****

Klimb automatically enters Preview mode. To enter Preview mode manually, press <CONFG> V. Recall and edit text in the privacy of your own Status Monitor. To return the output to the color monitor, press <CONFG><CONFG>.

****

<EFFECT> L	The Status Monitor prompts, *"Type name for Climb, press ENTER."*
CLIMB <ENTER>	The Status Monitor announces, *"Preparing for Climb. Select speed for Climb."*
5	All the rows climb up simultaneously. Change the speed during the effect.

<EFFECT><EFFECT><ENTER> repeats the starred effect.

Tumble

<EFFECT> T	The Status Monitor prompts, *"Type name for Tumble, press ENTER."*
TUMBLE <ENTER>	The Status Monitor announces, *"Preparing for Tumble. Select speed for Tumble."*
5	

<EFFECT><EFFECT><ENTER> repeats the starred effect.

****

Tumble and Squash automatically enter Preview mode. To enter Preview mode manually, press <CONFG> V. Recall and edit text in the privacy of your own Status Monitor. To return the output to the color monitor, press <CONFG><CONFG>.

****

Squash

Similar to Tumble except the image never appears upside down.

<EFFECT> Q	The Status Monitor prompts, *"Type name for Squash, press ENTER."*
SQUASH <ENTER>	The Status Monitor announces, *"Preparing for Squash. Select speed for Squash."*
5	

<EFFECT><EFFECT><ENTER> repeats the starred effect.

Wipe

The four wipes, Scan wipe, Wipe up, Wipe down, and Wipe out change from the image on the screen to the specified image.

<EFFECT> W	The Status Monitor prompts, "*Type name for Scan wipe, press ENTER.*"
RAINFALL <ENTER>	The Status Monitor announces, "*Preparing for Scan wipe. Select speed for Scan wipe.*"
6	*** When you repeat the effect, either erase the screen or specify another message. Try "PIE". Do <EFFECT> U, D, and O in the same way. When the Status Monitor prompts for a message, alternate between RAINFALL and PIE or <NEXT +>. ***

Push Over

<EFFECT> P	The Status Monitor prompts, "*Press arrow for push direction, or press HOME for random push.*"
<HOME>	The Status Monitor prompts, "*Type name for Random push, press ENTER.*"
OLYMPIC <ENTER>	The Status Monitor announces, "*Preparing for Random push. Select speed for Random push.*"
6	*** When you repeat the effect, don't forget to specify a new message. Alternate RAINFALL, PIE and OLYMPIC. Or press <NEXT +> in response to the message name prompt, to get the next message listed in the Directory. ***

Fade

****

In downstream mode, first enable the linear key (<CONFG> L). Fade attenuates the key signal.

In full screen 20-k, do <CONFG> G (Graphics only. Fade blends the image into the screen color. Now that you've gotten so far, read about the Configurations Features. Press <HELP><CONFG>. Press <ENTER> for more.

****

<EFFECT> F	The Status Monitor prompts, *"Type name for Fade, press ENTER."*
example41 <ENTER>	The Status Monitor announces, *"Preparing for Fade. Select speed for Fade."*
6	To repeat call up messages starting at example1. Fade works smoothly when the screen color of all the messages are the same.

Dealer's Choice

The 10-k/20-k chooses the effect for you.

<EFFECT> X	The Status Monitor prompts, *"Type name for dealer's choice, press ENTER."*
example1 <ENTER>	The Status Monitor announces, *"Preparing for dealer's choice. Select speed for ---------."*
6	

<EFFECT><EFFECT><NEXT +><ENTER> 7

repeats the effect with the next message listed alphabetically in the directory.

Chapter 8: Playback a Series of Effects

A sequence is a list of messages grouped together for sequential recall. See Section 14, User's Guide. The sequence specifies how to recall each page, (normal <READ> or special <EFFECT>), and when to recall it, (fixed time delay or on demand). For a sample SEQUENCE, read Section 14.

We'll create a 28 event SEQUENCE that plays back all the EFFECTS that we created in Chapter 7.

<SEQ-PLAY>	enters SEQUENCE edit. The Status Monitor displays the current SEQUENCE (if there is one). To erase it:
<ERASE-TEXT>	The cursor is at WAIT in Event 1 (spelled EVT on the Status Monitor).
<TAB>	to EFFECT

****
The keystrokes <NEXT +> and <PREV -> scroll through the possible choices for any column. Once you become familiar with the possible choices, you'll probably type the identifying letter. For example, "s" for secs and "t" for tumble. We use <NEXT +> and <PREV -> so that you'll become familiar with the possible choices.
****

<NEXT +>	to Z :Erase Scrn
<NEWLINE>	to Event 2
<TAB>	to EFFECT
<NEXT +>	to R :ROLL
<TAB>	to SPD (SPEED) 6
<right-arrow>	to NAME
example29	

<NEWLINE>	to Event 3
<TAB>	to EFFECT
<NEXT +>	to +: Repeat Thru
<TAB>	to NAME
example37	

<NEWLINE>	to Event 4
<TAB>	to EFFECT
<NEXT +>	to Z: Erase Scrn

<NEWLINE>	to Event 5
<NEXT +>	to secs (seconds to WAIT before the next event begins)
<right-arrow>	to AMT (of seconds to WAIT)
2	
<TAB>	to EFFECT
<NEXT +>	to C :Crawl
<TAB>	to SPD
5	
<right-arrow>	to NAME
CRAWL	

<NEWLINE>	to Event 6
<TAB>	to EFFECT
<NEXT +>	to G :Read
<TAB>	to NAME
CRAWL1	

<NEWLINE>	to Event 7
<TAB>	to EFFECT
C1	for C1:Crawl
<TAB>	to SPD
9	
<TAB>	to NAME
CRAWL TOP	

<NEWLINE>	to Event 8
<TAB>	to EFFECT
<NEXT +>	to G :Read
<TAB>	to NAME
example39	

Record a Sequence:

****

It's always good procedure to record information as you work. Even though this sequence is far from completed, RECORD it just in case. Who knows? You might have a power failure and lose all your unrecorded work. Some operators RECORD and ALT RECORD every fifteen minutes.

****

<RECORD> personal6 <SEQ-PLAY>

<NEWLINE>	to Event 9
<TAB>	to EFFECT
<NEXT +>	to S :Slow Reveal
<TAB>	to SPD
6	
<right-arrow>	to NAME
example40	

Playback a Sequence during Sequence Edit:

<up-arrow> <down-arrow> or <HOME>	to the Event where you want the playback to begin.
<ENTER>	plays back the sequence
<SEQ-PLAY>	stops the playback before it is completed. The sequencer returns to Edit mode with the cursor on the next event.
<COMPOSE>	stops the sequence and returns to Compose mode

<NEWLINE>	to Event 10

<TAB>	to EFFECT
<NEXT +>	to K :Klimb (sic)
<TAB>	to SPD
4	
<right-arrow>	to NAME
CLIMB	

<NEWLINE>	to Event 11

<NEXT +>	to secs
<right-arrow>	to AMT
2	
<right-arrow>	to EFFECT
<NEXT +>	to L :cLimb toget
<TAB>	to SPD
4	
<right-arrow>	to NAME
CLIMB	

<ALT><RECORD>	To re-record the sequence

<NEWLINE>	to Event 12

<NEXT +>	to flds for Fields (60 fields per sec, NTSC 50 fields per sec, PAL)
<right-arrow>	to AMT
180 (NTSC)	
150 (PAL)	
<right-arrow>	to EFFECT
<NEXT +>	to T :Tumble
<TAB>	to SPD
4	
<right-arrow>	to NAME
TUMBLE	

<NEWLINE>	to Event 13

<NEXT +>	to flds
<right-arrow>	to AMT
120 (NTSC)	
100 (PAL)	
<TAB>	to EFFECT
<NEXT +>	to Q :Squash
<TAB>	to SPD
3	
<TAB>	to NAME
SQUASH	

<NEWLINE>	to Event 14

<TAB>	to EFFECT
<NEXT +>	to U :wipe up
<TAB>	to SPD
6	
<right-arrow>	to NAME
RAINFALL	

<NEWLINE>	to Event 15

<NEXT +>	to trig
<TAB>	to NAME
press <HOME> to resume	During Sequence-play, the sequence pauses until you press the GPI Trigger or <HOME>.

<NEWLINE>	to Event 16

<TAB>	to EFFECT
<NEXT +>	to D : wipe Down
<TAB>	to SPD
6	
<TAB>	to NAME
PIE	

<NEWLINE>	to Event 17
<TAB>	to EFFECT
<NEXT +>	to O :wipe Out
<TAB>	to SPD
6	
<TAB>	to NAME
RAINFALL	

****

The Status Monitor automatically scrolls the Events list. To scroll up or down manually, use <up-arrow> or <down-arrow>. <HOME> returns to the first event.

****

<NEWLINE>	to Event 18
<TAB>	to EFFECT
<NEXT +>	to PR:Push right
<TAB>	to SPD
6	
<right-arrow>	to NAME
OLYMPIC	
<NEWLINE>	to Event 19
<TAB>	to EFFECT
<NEXT +>	to F :Fade
<TAB>	to SPD
2	
<TAB>	to NAME
example41	
<NEWLINE>	to Event 20
<TAB>	to EFFECT
<NEXT +>	to F :Fade
<TAB>	to SPD
4	
<TAB>	to NAME
example1	

<NEWLINE>	to Event 21
<TAB>	to EFFECT
<NEXT +>	to + :Repeat Thru
<TAB>	to NAME
example6	
<NEWLINE>	to Event 22
<TAB>	to EFFECT
<NEXT +>	to X :dealer's choice
<TAB>	to SPD 4
<right-arrow>	to NAME
example1	
<NEWLINE>	to Event 23
<TAB>	to EFFECT
<NEXT +>	to + :Repeat Thru
<TAB>	to NAME
example6	
<NEWLINE>	to Event 24
<NEXT +>	to exit. The sequencer returns to Edit mode with the cursor on the next event. You'll press <ENTER> to continue.
<NEWLINE>	to Event 25
<NEXT +>	to com for COMMENT
<TAB>	to NAME
loop what follows forever	
<NEWLINE>	to Event 26
<TAB>	to EFFECT
<NEXT +>	to W :scan Wipe
<TAB>	to SPD
5	
<right-arrow>	to NAME
OLYMPIC	

<NEWLINE>	to Event 27
<TAB>	to EFFECT
<NEXT +>	to + :Repeat Thru
<TAB>	to NAME
RAINFALL	
<NEWLINE>	to Event 28
<NEXT +>	to goto
<right-arrow>	to AMT
26	To return to Event 26

The sequence continues until you press <SEQ-PLAY> or <COMPOSE>.

We recorded this sequence at example42.

Chapter 9: Creating Backgrounds

This chapter describes how to create backgrounds out of text messages. You can recall a text message with a background, or create (type) a text message with another image in the background. See Section 15, "Creating Backgrounds" in the User's Guide.

To see the list of 10-K/20-K background creation functions press

<BKGD>	We'll describe some of these in this chapter. First clear the monitor:

<ERASE-BKGD><ERASE-TEXT>

Create Horizontal Bars:

<READ> example26 **<ENTER>**

<BKGD> H	*Paint horizontal bars* Create bars highlighting the states: Move the paint-line to the top of the "New York" row. Paint over the row of text. (When you're done, the bars pop onto the background.)
P	turns painting on
<down-arrow>	paints an horizontal bar to the bottom of the "New York" row.
P	turns painting off
<SEL-2>	chooses a new painting color. Create horizontal bars for the other states. In horizontal bar mode, enter the palette and the Selector Display, to change colors and fonts.

"P" is a toggle. Turn "painting" off to relocate the horizontal bar and turn "painting" on to paint. If you've had problems, exit Horizontal Bar mode, erase the background and begin again.

<COMPOSE>	exits Horizontal Bar mode.

Record Horizontal Bars:

1) Record the horizontal bars without the text (as a background):

<RECORD> personal7 <BKGD>

2) Record the text message so that it appears with the horizontal bars:

<RECORD> personal8 <ENTER>

<ERASE-TEXT> <ERASE-BKGD>

<READ> example27 <ENTER>	The background message
<READ> example28 <ENTER>	The text message with the background read in

<ERASE-TEXT><ERASE-BKGD>

Weave a Background: <BKGD> W weaves the existing display onto the background.

<BKGD> W	creates a blank background
<FONT> S	Assign the BOXFILL font (306) (on the second page of the SELECT FONT display. Use this multiple-use font to create a top and bottom border:

l (lower case--hold down across the row)
<NEWLINE> to the bottom row
L (upper case--hold down across the row)

Weave this text message onto the background:

<BKGD> W

Record a Background for future use:

```
<RECORD> personal9 <BKGD>

<ERASE-TEXT><ERASE-BKGD>
```

We've recorded this message:

```
<READ> example43 <ENTER>
```

See Chapter 11, "Animations," for <BKGD> V, weaving a series of messages, for <BKGD> C, combining a series of messages and for <BKGD> S, separating an animation into a series of backgrounds.

Convert a full color Dubner DPS-1 image or Dubner Third Plane picture into a 20-K background.

See Section 15 of the User's Guide, "Creating Backgrounds."

Edge a Background

See Chapter 10, "Font Management."

Chapter 10: Font Management

Edge a background:	Use this command to try out various edge combinations on a single character. Once you have a combination you like, you can create a new font with another command (<FONT> E). There are three types of edges: Edge Shadow, 3-D Shadow, and Embossed. The current Selector determines the edge and shadow colors. Use the logged out (default) Selector message.
<CONFG> Y R	login
<SEL 6>	for pleasant colors (my judgement call--feel free to change if you like)
<ERASE-BKGD>	

Edge Shadow:

H (type in upper case)

<CENTR>	C	centers the character (it's not necessary, but nice)
<BKGD>	E	edges a background

Use <down-arrow> and <NEXT +> to complete the Status Monitor prompts. The following are some reasonable parameters:

Picture Edging

Edge type	*->edge shadow*
Edge height	*->4*
Edge shape	*->square*
Shadow thickness	*->10*
Shadow direction	*->south east*
Shadow shape	*->perspective*

<ENTER>
<ERASE-BKGD>

3-D drop shadow:

H (type in upper case)
<CENTR> C
<BKGD> E

Picture Edging

Edge type ->3d drop shadow

Edge height -> skip height-- the computer determines it

Edge shape ->square

Shadow thickness ->10
Shadow direction ->north west

Shadow shape ->perspective

<ENTER>
<ERASE-BKGD>

Emboss:

Read in the text message, EMBOSS. With the careful use of edge and drop shadow colors, you too can create these textured eye-catchers. To emboss a message:

<READ> example44

Have faith. There is a message here. It's the same color as the screen. You'll soon see it.

<BKGD> E

Picture Edging

Edge type ->emboss

Edge height ->4
Edge shape ->round

Shadow thickness ->2
Shadow direction ->south east

Shadow shape ->perspective

<ENTER>
<ERASE-BKGD>

****

Emboss looks best when the foreground color is the same as the screen color and the edge and shadow are assigned to contrasting colors.

Selector 7 already has an embossed font with contrasting colors, black and white. Assign another font to this selector to take advantage of the selector colors. When you type the sample letter to be embossed, turn off the edge and drop shadow, but do not turn off the foreground. Instead make the foreground the same color as the screen color. Enter the screen color's R,G,B numerical values for the foreground. When you type the character, you won't be able to see it, but the computer will. Practice on one character before you emboss a complete font.

****

<u>Edge a Font:</u>

To edge a complete font takes ten minutes. To stop the procedure at any time, hit <COMPOSE> or <END-INP/QUIT>. You'll have the choice to save what has already been edged or to wipe away the whole thing.

<FONT> E

Font Edging

Old font number->133 Comment: Swiss 721 Bold 56
New font number->8500 Comment: Swiss 721 Embossed

	Old font	New font
Edge type	*: edge shadow*	*->emboss*
Edge height	*: 2*	*->4*
Edge shape	*: round*	*->round*
Shadow thickness	*: 4*	*->2*
Shadow direction	*: south east*	*->south east*
Shadow shape	*: perspective*	*->perspective*

<ENTER>

Anti-alias:

See Section 6, "Selecting and Altering Fonts," in the User's Guide. The 20-K/10-K comes with one master high-resolution font. See Font 3000, "Swiss 742 Bold." Create any size font up to 150 scan lines high from this master. Specify also, horizontal scaling, filter width, and character set (foreign characters).

In addition, anti-alias any standard 20-K/10-K, CBG or TEXTA font up to 1/4 the height of the original.

Dejag any anti-aliased font. Anti-aliased fonts take up much more room than jaggy fonts. Dejagging them is useful, for example, for creating internal messages in an animation; with the beginning and end being anti-aliased.

Create an anti-aliased font from a master font:

<FONT> A

Use <PREV ->, <NEXT +>, and the cursor arrows to edit the menu. Type the appropriate numbers to create the following responses:

```
                 Create an anti-aliased font

Master font num        ->3000    Comment: Swiss 742 Bold
New font number        ->6000    Comment: Swiss 742 Bold

Height                 ->60
Horizontal scaling %->150

Filter type                      -narrow
Output resolution                -20-K/10-K ( 40ns )
Include foreign languages        ->no
```

<ENTER>

creates an anti-aliased font.

****

The procedure takes about five minutes. <COMPOSE> cancels the command before it completes its mission. To save the partial results, press "Y". Use this technique to save time. When the size is just right, complete the procedure. <END-INP/QUIT> cancels the command with no option to save the partial results.

****

Create an anti-aliased font from a standard font:

<FONT> A Use <PREV ->, <NEXT +>, and the cursor arrows to edit the menu. Type the appropriate numbers to create the following responses:

```
                Create an anti-aliased font

Master font num      ->123      Comment: Futura Medium 56
New font number      ->6123     Comment: Futura Medium 14
Height               ->14
Horizontal scaling %->120

Filter type                     -narrow
Output resolution               -20-K/10-K ( 40ns )
Include foreign languages       ->no
```

<ENTER> creates an anti-aliased font.

Assign the fonts to Selectors. To see what you've created,

TYPE I've anti-aliased a font. Now center this text and magnify it:

<CENTR> C centers the text

<BKGD> M enters Magnify mode. Enter numbers to change magnification, move the left and right cursor arrows.

<COMPOSE> exits Magnify mode.

Adjust the kern amount and the space width with <FONT> M. Edge the anti-aliased font with <FONT> E.

Create a standard font from an anti-aliased font:

<FONT> J The Status Monitor displays:

```
        Convert anti-aliased font to Standard Font

Old font number      ->6000     Comment: Swiss 742 Bold
New font number      ->6100     Comment: Swiss 742 Bold
```

<ENTER> creates a standard font.

Foreign language characters:

The 20-K/10-K alters the keyboard layout for different languages. See the alternate character listing on the back page of the User's Guide.

<CONFG> N

(if you don't see "N" on the menu, go to the next page- press <space-bar>)

The Status Monitor displays

Select keyboard languages

Keyboard ->
Alternate language ->

Use <PREV ->,<NEXT +>, <up-arrow> <down-arrow> to edit the menu. Press <ENTER> to change the language.

Chapter 11: Animations

Playback an Animation:

20-K

<EFFECT> A	The Status Monitor prompts, *"Type name for animate, then press <ENTER>."*
TEXTA 3D (type in UPPER CASE letters)	
<ENTER>	The Status Monitor displays the playback options
P	for Pause
9	for Speed
	Repeat the animation. Use the various speeds. Press
<O>	for Speed
<NEWLINE><NEWLINE>	plays back the animation one frame at a time. Press
R	reverses the direction.
<COMPOSE>	ends the animation.
	Repeat the animation, using the other options. Try O C at the same time:
<EFFECT> A <ENTER>	
O	for Oscillate
C	for Continuous
8	for Speed

10-K

<EFFECT> A	The Status Monitor prompts, *"Type name for animate, then press <ENTER>."*

KERNING (type in UPPER CASE letters)

<ENTER>	The Status Monitor displays the playback options
P	for Pause
O	for Oscillate
9	for Speed
	Repeat the animation. Use the various speeds. Press
<0>	for Speed
<NEWLINE><NEWLINE>	plays back the animation one frame at a time. Press
R	reverses the direction.
<COMPOSE>	ends the animation.
	Repeat the animation, using the other options. Try O C at the same time:
<EFFECT> A <ENTER>	
O	for Oscillate
C	for Continuous
9	for Speed

20-K Systems

Create an Animation:

****

Some operators animate a series of text messages to play them back at controlled speeds. Copy only text messages from example1 to example43 onto your newly initialized disk. It already has the fonts. If not copy Fonts 100 to 9003. See Chapter 6, "The Directory."

We'll create an animation on this disk. It isn't essential, but we do it because the distribution disk if very full and we don't want any dreaded "DISK IS FULL" surprise messages.

****

Select the new disk:

<DIR> S

Combine the text messages:

<BKGD> C *COMBINE MESSAGES INTO AN ANIMATION*

First message to combine ->example1

Last message to combine ->example33

Animation message name ->text messages

<ENTER> The 20-K processes all the messages.

Play back this animation:

<EFFECT> A text messages <ENTER>

0 for Speed to go

<NEWLINE><NEWLINE> etc.

****
Although we suggest you create animations on TEXTA or the CBG, it is possible to create simple animations on the 20-K for playback.

The next animation is created using the simple "italic" function. It consists of only thirty frames and moves a previously typewritten word to the right, back to center and to the left. Ready?
****

Select Selector 5:

<SEL 5> Type the word, "move"
move
<CENTR> R centers the word

<RECORD> move <RECORD> records the first text message

<TEXT> I <right-arrow> italicizes the word to the right

<RECORD> <RECORD>	records the second text message at move2. The counter automatically bumps up.
<TEXT> I **<right-arrow>**	italicizes the word to the right
	Continue italicizing and recording each move until you record move7.
<TEXT> I **<left-arrow><left-arrow><left-arrow>**	italicizes the word to the left.
<RECORD><RECORD>	Continue until you record move21.
<TEXT> I **<right-arrow>**	
<RECORD><RECORD>	Continue until you record move29.
	Once you've recorded your basic messages, combine them into an animation.
<BKGD> C	Combine messages move through move29 at "moved"
	Simple!!! For a smoother ride you would use many more frames. Playback the animation at speed 9. Use the various options.

Separate an Animation:

<BKGD> S

SEPARATE AN ANIMATION

Animation to separate ->moved

Output starts an message name ->italics

<ENTER>	The Status Monitor prompts, *"Put the TO disk in Iomega and press <ENTER>."*
	Since the TO disk is already in Iomega, press
<ENTER>	Check the directory for the 'SEPARATE' (no pun intended) messages:

<DIR> M N italics

Weave an Animation onto a background:

<BKGD> V	*Weave messages together*

First foreground	*->move*
Last foreground	*->move29*
First background	*->example43*
Last background	*->leave empty--*
New name	*->woven*

<ENTER>

Combine this series of messages at weave and animate.